

ARMED FORCES BASKETBALL (Men and Women):

1. RULES OF THE TOURNAMENT: Current NCAA Rules, as amended by the AFSC
2. TYPE OF TOURNAMENT: Double round-robin
3. WEIGHT CLASSES: Not applicable
4. SCORING: Current NCAA scoring
5. TYPE OF BALL:
 - a. Men: Rawling RSS (Wide Channel)
 - b. Women: Rawling RWW - Wide Seam
6. DRAW: As determined by the AFSC
7. SCHEDULED WEIGH-INS AND PHYSICAL EXAMINATIONS: Not applicable
8. TIE BREAKER: Breaking a tie from round robin is determined by:
 - a. Head-to-Head record
 - b. Points for/against differential of games played between tied teams then,
 - c. Points for/against differential of all games played by tied teams.
9. EQUIPMENT & PERSONNEL: Current NCAA regulations. Host project officer is to go through local association and obtain experienced table officials (scorers, timers, shot clock operators). Local rates will be paid to these individuals. (ch. 4/25/03)

10. SCHEDULE OF EVENTS:

Day One	Sun	0900 - 1800	Teams Arrive	
Day Two	Mon	0900 - 1000	Team Photos	
		0915 - 1500	Team Practices	
		1600	Organizational Meeting	
		1700 - 1900	Informal Banquet/Ice breaker	
Day Three	Tues	1700	Opening Ceremony	
			**HOME TEAM IS ON THE LEFT	
		1800	Game 1	USMC vs. USN
		2000	Game 2	USA vs. USAF
Day Four	Wed	1800	Game 3	USAF vs. USMC
		2000	Game 4	USN vs. USA
Day Five	Thur	1800	Game 5	USAF vs. USN
		2000	Game 6	USMC vs. USA

Day Six	Fri	1800 2000	Game 7 Game 8	USN vs. USMC USAF vs. USA
Day Seven	Sat	1800 2000	Game 9 Game 10	USMC vs. USAF USA vs. USN
Day Eight	Sun	1800 2000	Game 11 Game 12	USN vs. USAF USA vs. USMC
Awards Presentation to immediately follow				
Day Nine	Mon		Teams Depart	

11. TEAM STANDINGS: Based on tournament win-loss record or tie breaker rules.

12. AWARDS:

Individual Awards: Each member of the winning and runner-up teams receive individual awards.

Team Awards: No team trophy is presented. An “All-Star” team is selected of the five best players of the tournament. This team is announced prior to the announcement of the 12 players selected to advance to higher-level competition. The “All Star” team players receive an “All Star” coin. If there is no higher-level competition a 12-player “All Tournament” team may is selected with those players all receiving a coin.

13. TEAM COMPOSITION FOR ARMED FORCES: Team competition will not exceed:

12 Players
1 Coach
1 Ass’t Coach
1 OIC
1 Certified Athletic Trainer (is authorized)
16 Total

14. TEAM COMPOSITION FOR CISM OR SHAPE: As follows or as dictated by host country invitation

12 Players
1 Coach
1 Ass’t Coach
1 Certified Athletic Trainer
1 Team Captain
1 Chief of Mission (for CISM & SHAPE - none for Nationals) (Ch. 4/03)
1 Technical Committee Member (for CISM – none for SHAPE & Nationals)(Ch 4/03)
2 FIBA Officials for CISM (1 FIBA Official for SHAPE and none for Nationals)
18/20/16 Total (SHAPE/CISM/Nationals)